



Computing

EYFS

Year 1	Computing systems and networks	Programming	Creating Media	Programming	Online Safety
	<p>Children will use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p>Children will recognise common uses of information technology beyond school.</p> <p>Children will use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.</p>	<p>Children will understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p> <p>Children will create and debug simple programs.</p> <p>Children will use logical reasoning to predict the behaviour of simple programs</p>	<p>Children will use logical reasoning to predict the behaviour of simple programs.</p> <p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p>Children will recognise common uses of information technology beyond school</p>	<p>Children will understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p> <p>Children will create and debug simple programs.</p> <p>Children will use logical reasoning to predict the behaviour of simple programs</p>	<p>Children will recognise common uses of information technology beyond school.</p> <p>Children will use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.</p>
Year 2	Computing systems and networks	Programming	Data Handling	Programming	Online Safety
	<p>Children will use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p>	<p>Children will understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p>	<p>Children will use technology purposefully to create, organise, store, manipulate and retrieve digital content</p>	<p>Children will understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute</p>	<p>Children will recognise common uses of information technology beyond school.</p>

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Year 3	Computing Systems and networks	Computing Systems and networks	Creating media	Programming	Online Safety
	Children will understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration. Children will select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	Children will design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Children will use sequence, selection, and repetition in programs; work with variables and various forms of input and output. Children will use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. Children will understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the	Children will design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Children will use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. Children will use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range	Children will design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Children will use sequence, selection, and repetition in programs; work with variables and various forms of input and output. Children will use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	Children will understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration. Children will use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. Children will use search technologies effectively, appreciate how results are

		<p>opportunities they offer for communication and collaboration.</p> <p>Children will select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>	<p>of ways to report concerns about content and contact.</p>		<p>selected and ranked, and be discerning in evaluating digital content.</p>
<h1>Year 4</h1>	Computing systems and networks	Programming	Data Handling	Programming	Online Safety
	<p>Children will design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <p>Children will use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</p> <p>Children will use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p>	<p>Children will understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.</p> <p>Children will select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p> <p>Children will use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</p>	<p>Children will design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <p>Children will use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</p> <p>Children will use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p>	<p>Children will design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <p>Children will use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p>	<p>Children will use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>

			Children will elect, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.		
Year 5	Computing systems and networks	Data Handling	Creating Media	Programming	Online Safety
	<p>Children will use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p> <p>Children will select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p> <p>Children will use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>	<p>Children will understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.</p> <p>Children will use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p>	<p>Children will design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <p>Children will use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</p>	<p>Children will design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <p>Children will use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</p> <p>Children will use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p> <p>Children will select, use and combine a variety of software (including internet services) on a range of</p>	<p>Children will understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration .</p> <p>Children will use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>

				digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	
Year 6	Computing systems and networks	Data Handling	Creating Media	Programming	Online Safety
	<p>Children will design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <p>Children will use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</p> <p>Children will use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p> <p>Children will use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p>	<p>Children will understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.</p> <p>Children will select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>	<p>Children will understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.</p> <p>Children will select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information</p>	<p>Children will design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <p>Children will use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</p>	<p>Children will use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>

	<p>Children will select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p> <p>Children will use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>				
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